

REMARKS

Initially, applicants note that applicants' representative unsuccessfully attempted to contact the Examiner to schedule an interview to discuss the claims. Accordingly, should the Examiner not find the below arguments persuasive, applicants respectfully request that the Examiner grant an interview prior to issuing a further Action.

Claims 32 and 48-52 stand rejected under 35 USC 103(a) on Sega's "Title Fight" (hereinafter, "Sega") in view of Japanese reference 64-39789 (hereinafter, "the '789 reference"). Applicants respectfully traverse this rejection.

The Examiner has responded to applicants' previous arguments that neither of the cited references discloses a first display member which is nontransparent at times and transparent at others, by asserting that one of ordinary skill in the art at the time of invention would have the ability to do so. Initially, applicants note that the appropriate test is not whether a recited feature would have been possible, but rather, whether that feature is disclosed by a cited reference. The Examiner has not cited any disclosure related to changing a member's transparency.

Although claim 32 is allowable for at least this reason, applicants have amended claim 32 to recite "a viewpoint changing unit to change the viewpoint from which the at least one display member is viewed ... wherein the first display member is configured to be maintained in a nontransparent state until the first display member and a second display member are in a ready-to-fight state, and wherein, when the viewpoint is moved via the viewpoint changing unit such that a first display member is displayed in front of the second display member in a ready-to-fight state, the transparency processing unit is configured to make the first display member transparent," as disclosed at least at pages 27-31 of applicants' specification. Neither Sega nor the '789 reference, alone or in combination, discloses or suggests such features.

Neither Sega nor the '789 reference discloses changing a viewpoint from which a display member is viewed. Both Sega and the '789 reference teach systems in which only one viewpoint is presented and is not changed. Accordingly, neither reference discloses or suggests a viewpoint

changing unit as now recited in claim 32. Furthermore, such a unit would not be inherent in the cited references because those references do not disclose that a viewpoint can be changed.

Additionally, as admitted by the Examiner, neither Sega nor the '789 reference discloses changing the transparency of a displayed object. Consequently, even if the references did disclose a viewpoint changing unit, which they do not, neither reference discloses changing a member from nontransparent to transparent based on a change in the viewpoint as recited in claim 32, which is allowable for at least this reason as well. Because neither reference discloses changing a viewpoint or changing a transparency, neither reference can credibly be cited as disclosing changing a transparency based on a change in viewpoint.

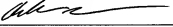
Accordingly, claim 32 is allowable. Claims 48-53 depend from allowable claim 32 and are allowable due at least to their respective dependencies.

Applicants solicit an early action allowing the claims.

In the event that the transmittal letter is separated from this document and the Patent and Trademark office determines that an extension and/or other relief is required, applicants petition for any required relief, including extensions of time, and authorize the Commissioner to charge the cost of such petitions and/or other fees due in connection with the filing of this document to **Deposit Account No. 03-1952** referencing Docket No. **380412000110**.

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Respectfully submitted,

By 
Adam Keser
Registration No. 54,217
Morrison & Foerster LLP
1650 Tysons Blvd, Suite 400
McLean, Virginia 22102
Telephone: (703) 760-7301
Facsimile: (703) 760-7777